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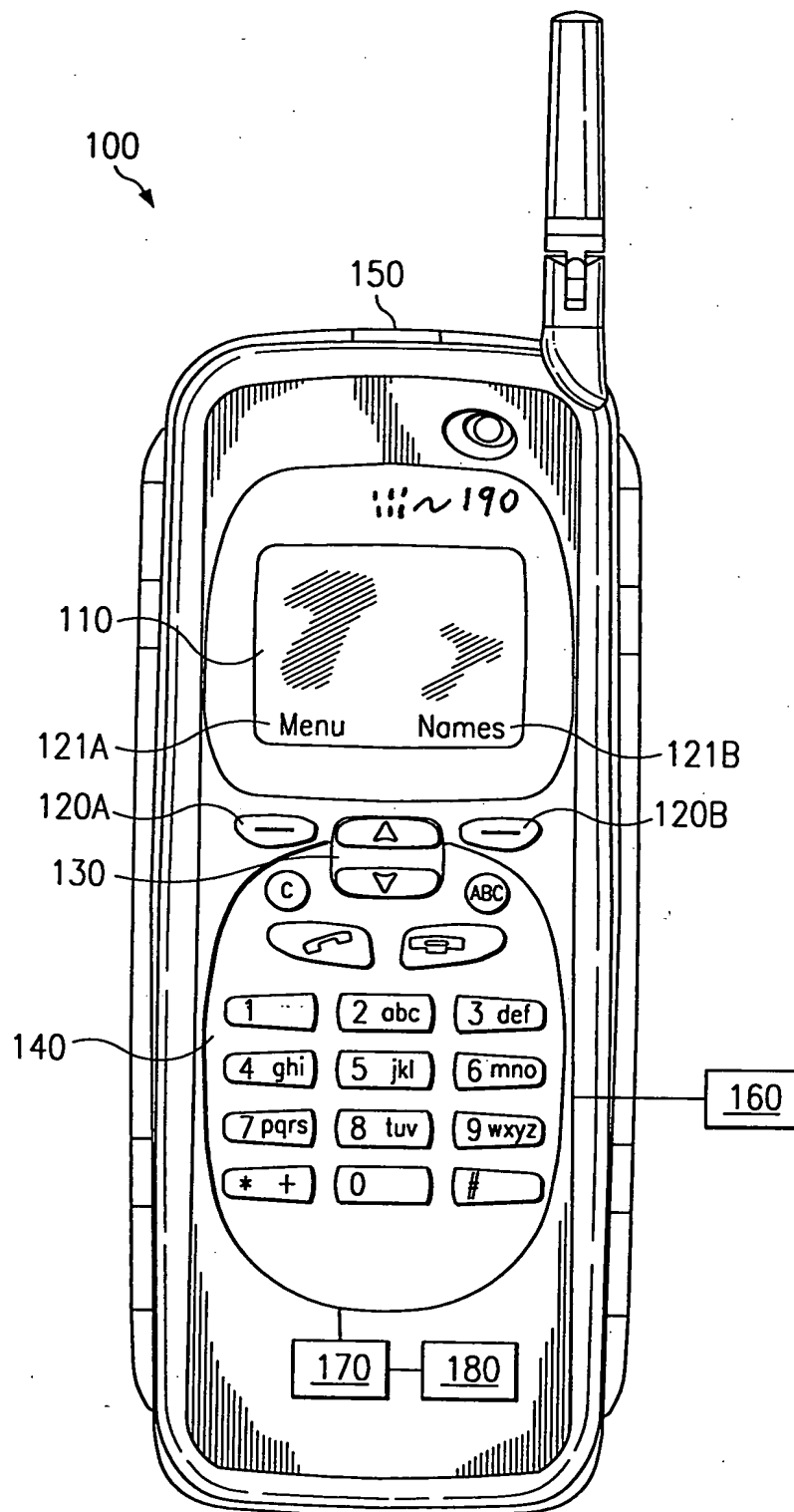
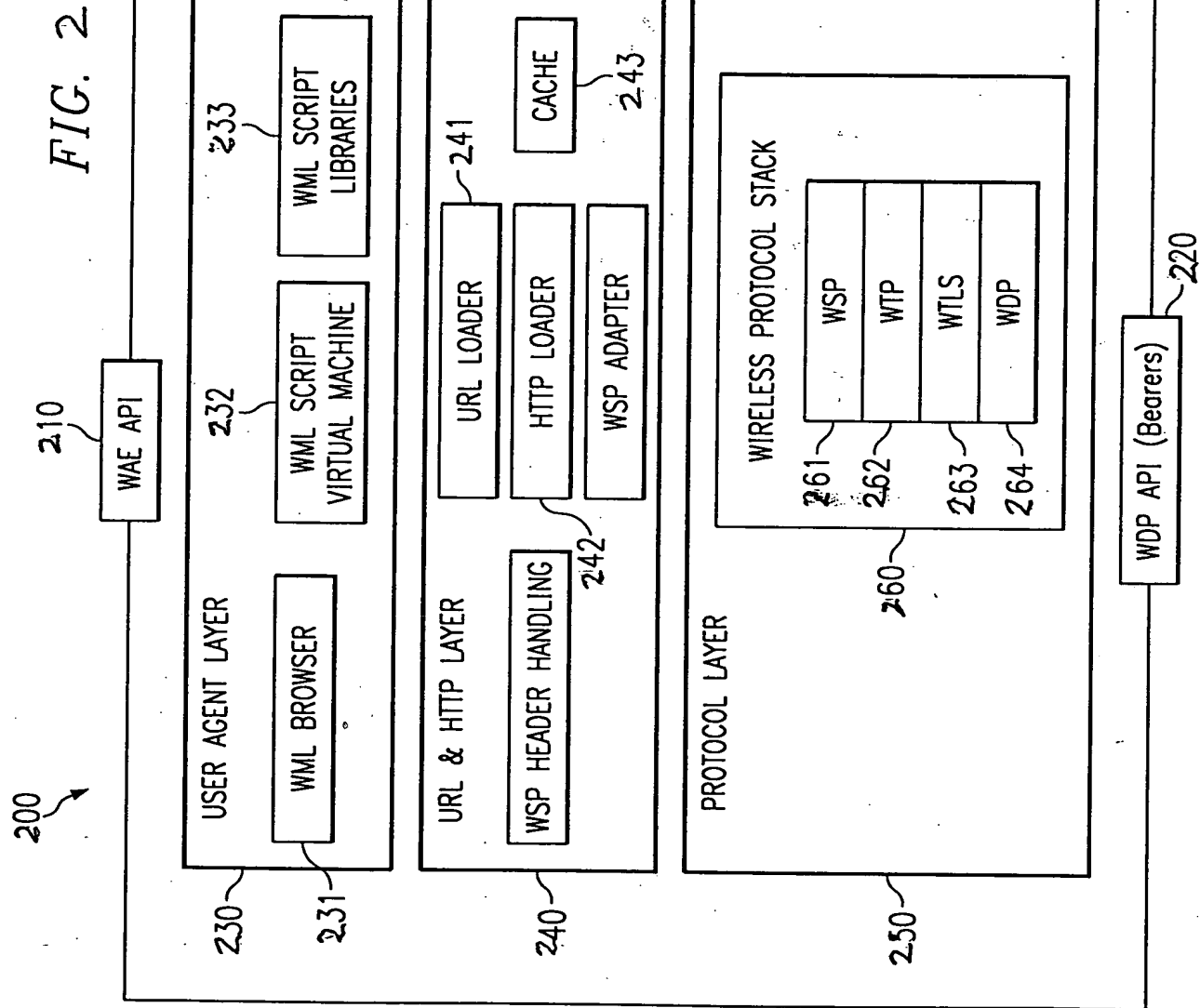
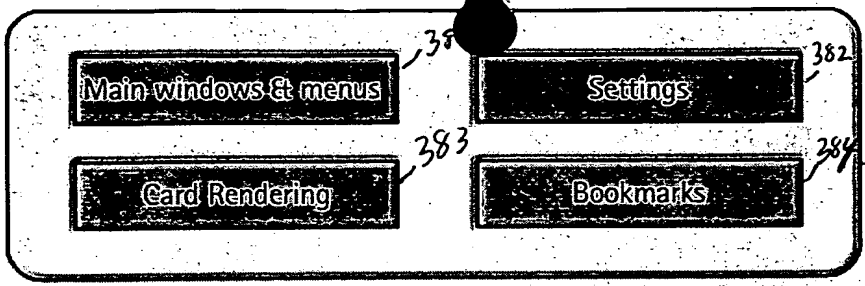


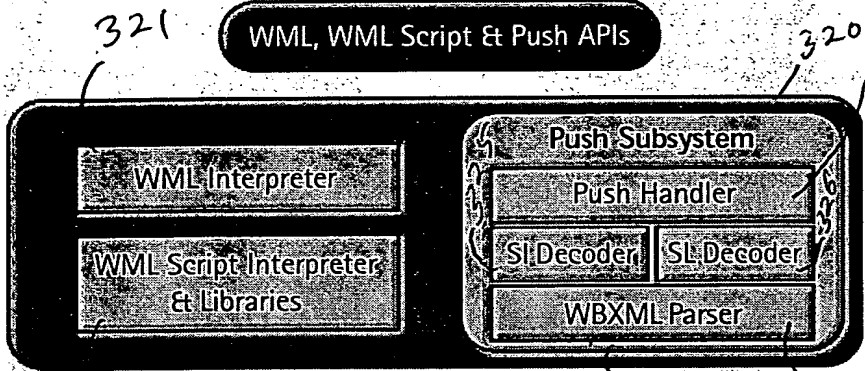
FIG. 1



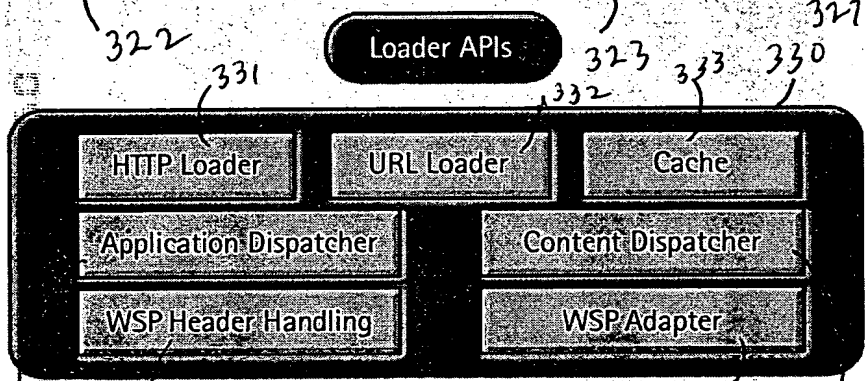
User Interface Level



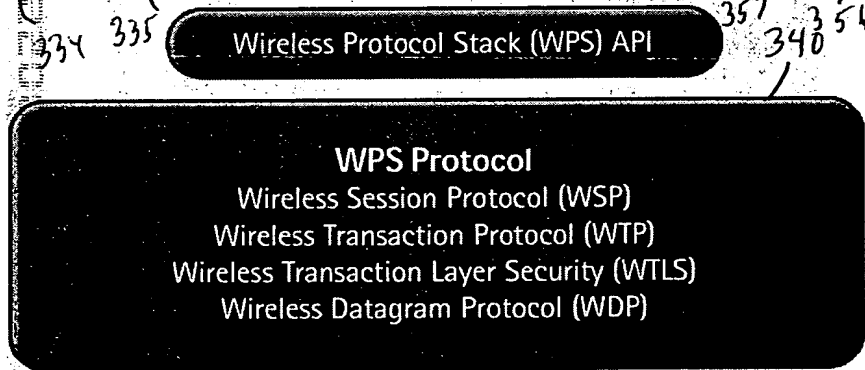
User Agent Level



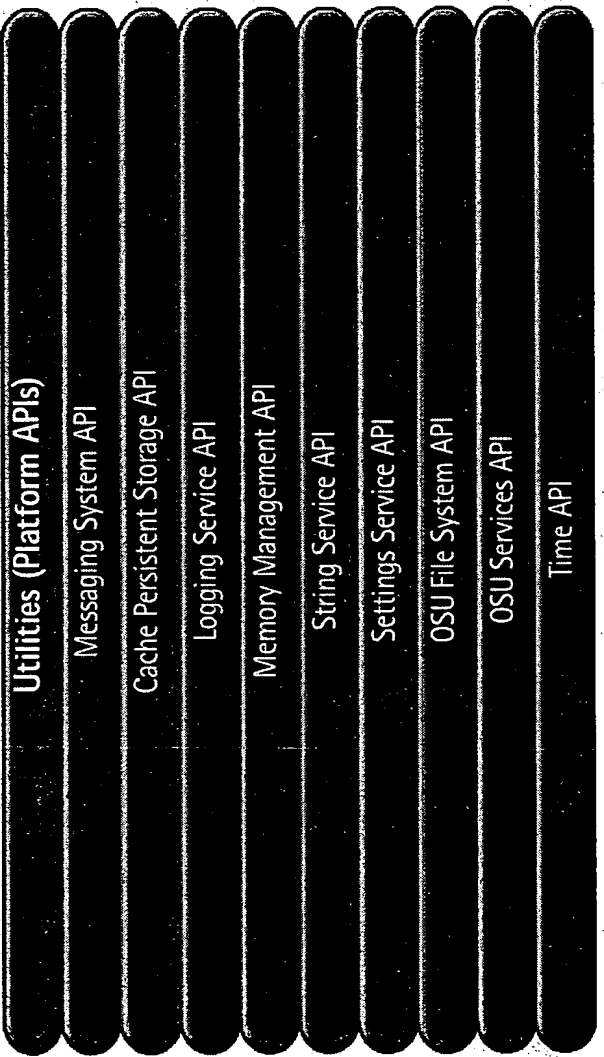
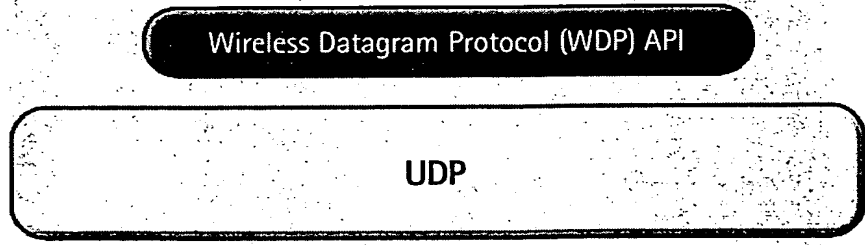
Loader Level



Protocol Level (Stack)



Bearer Level



- Core Browser Components
- Reference Implementation

FIG. 3

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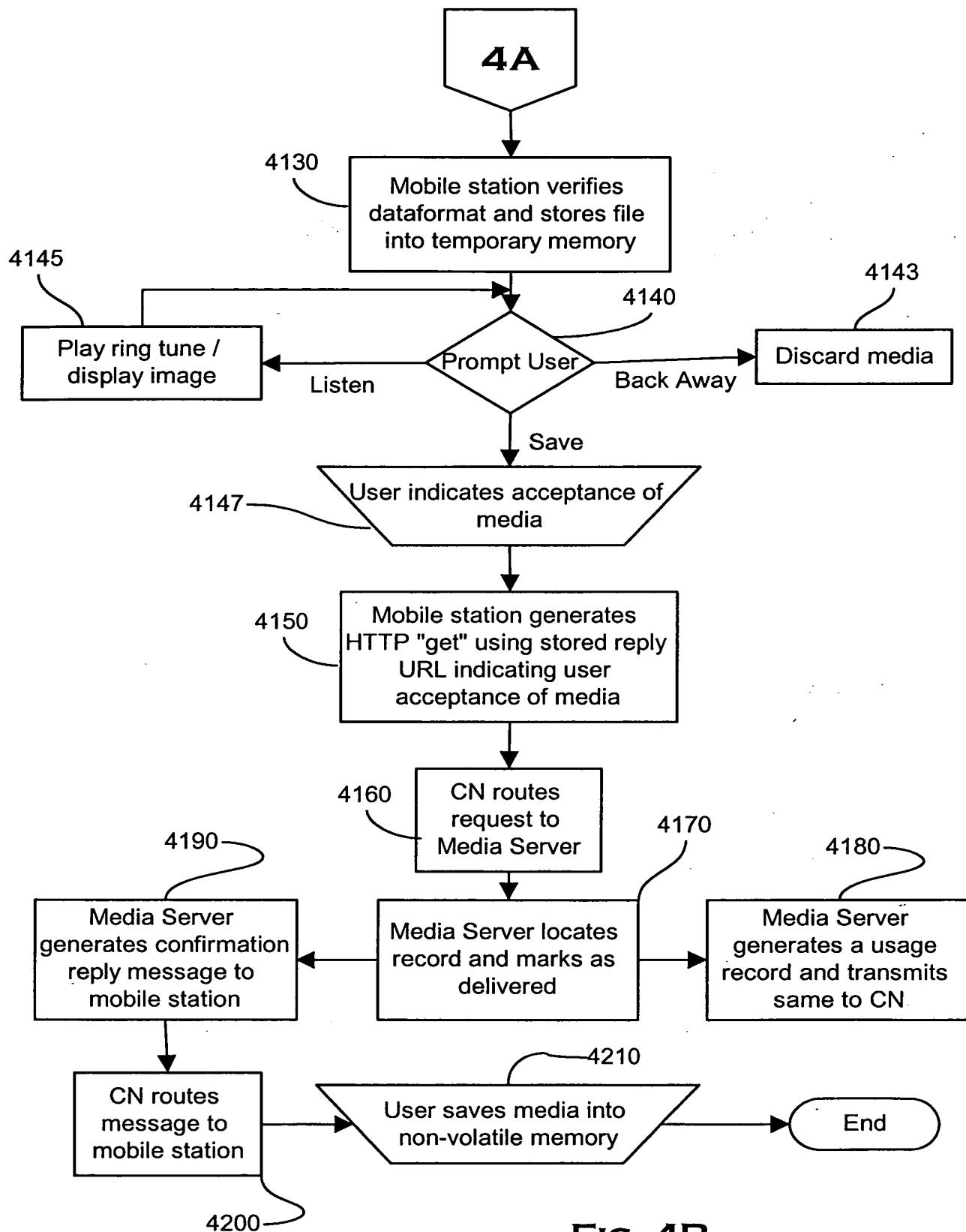


FIG. 4B

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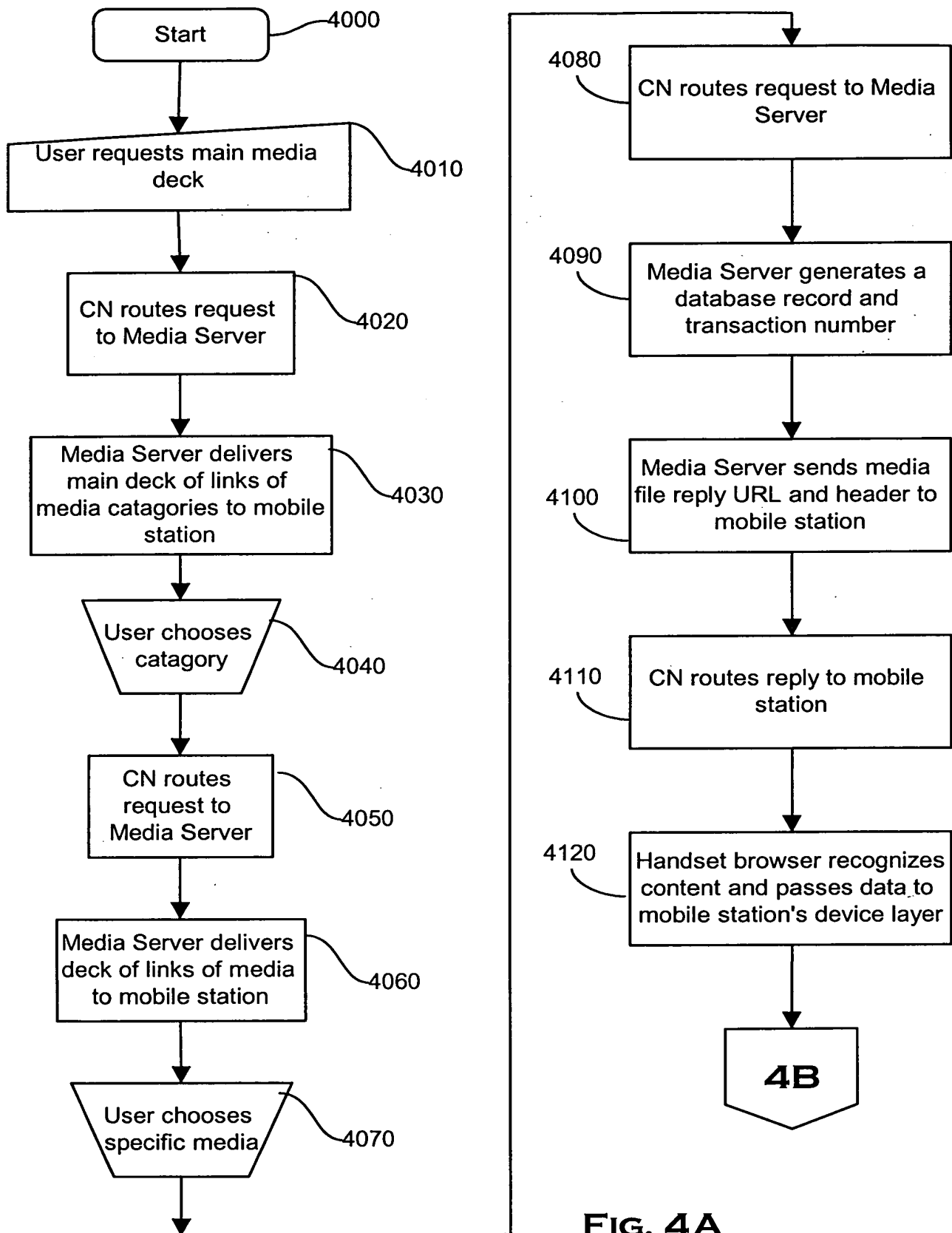


FIG. 4A

[illegible]

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100

130

110

661

120A

145

NOKIA

10:10 10:59
James Bond
Always Coca Cola
Austin Powers
Connecting

TALK

100 200 300

400 500 600

FIG. 6A

8110

100

110

120A

120B

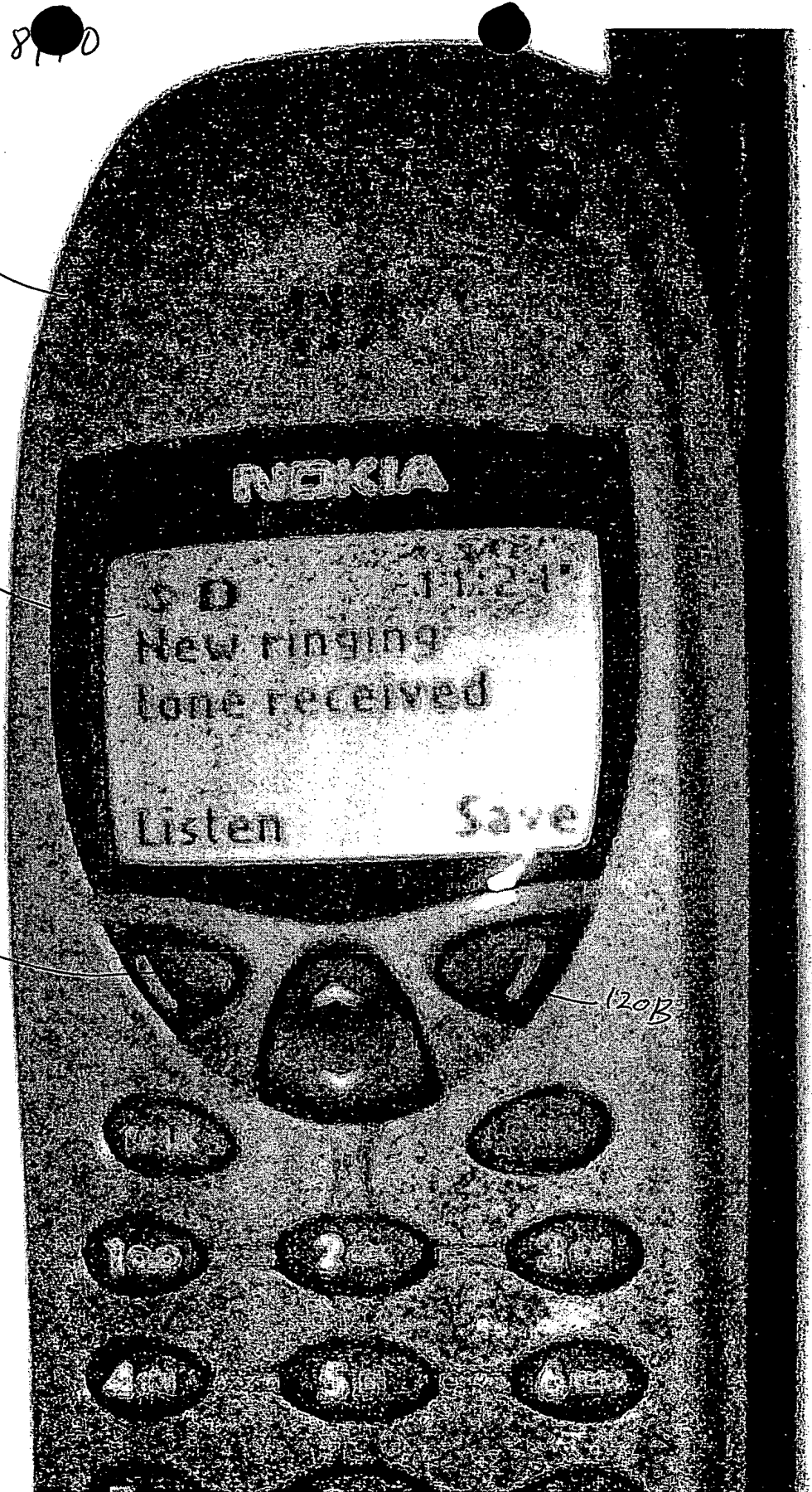


FIG. 6B

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100

110

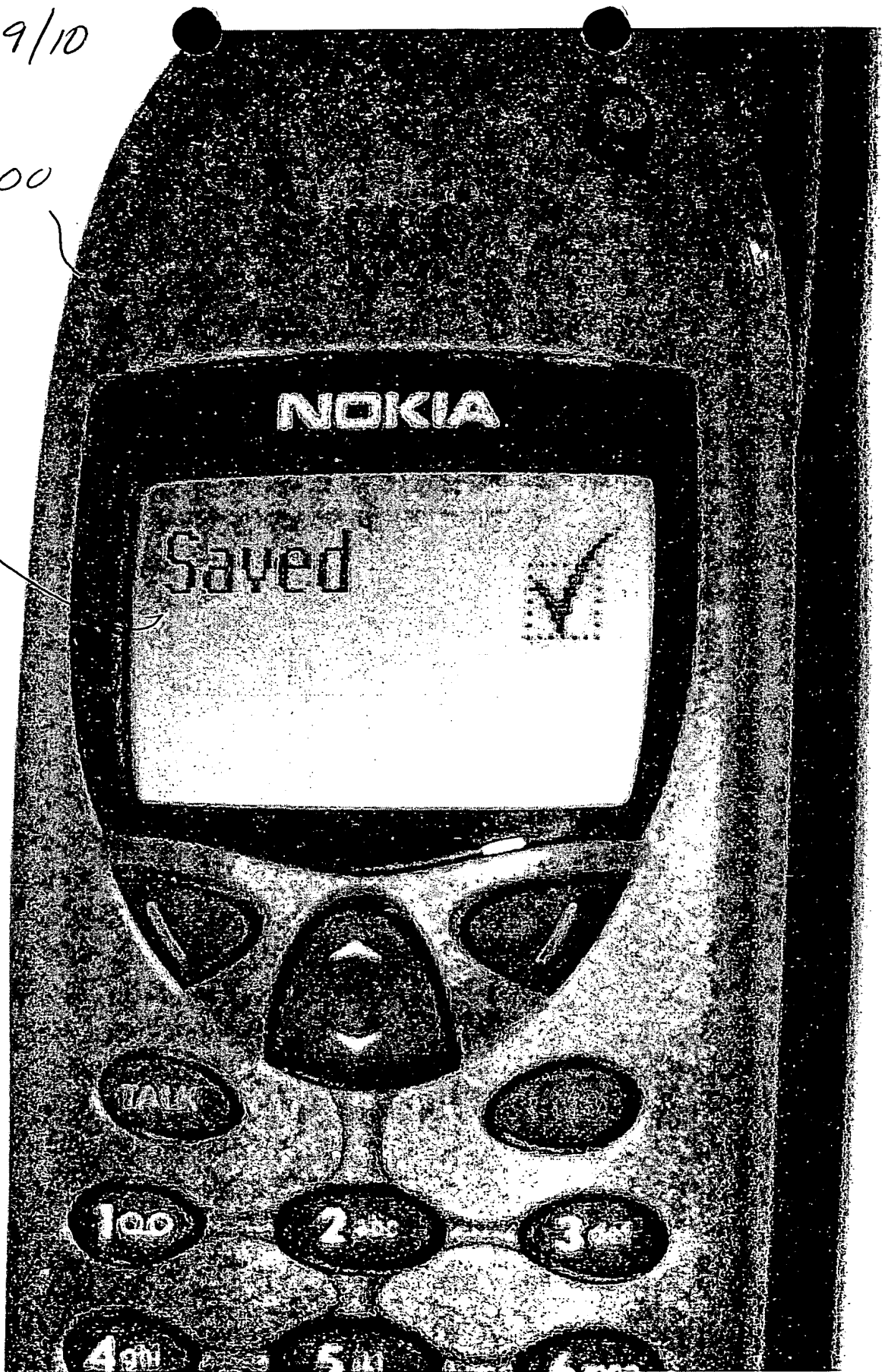


FIG. 6C

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4.

TONE ACTIVATION

UI sends event of wanted tone sequence to tone task via tone functions /3/. Tone task receives tone event, tone type / tone class and tone value coded to one event. Structure of event is:

- bits 31 - 24 not used
- bits 23 - 16 for tone type / tone class (depending on tone event)
- bits 15 - 8 for tone value
- bits 7 - 0 for tone event

The following figure clarifies the tone activation:

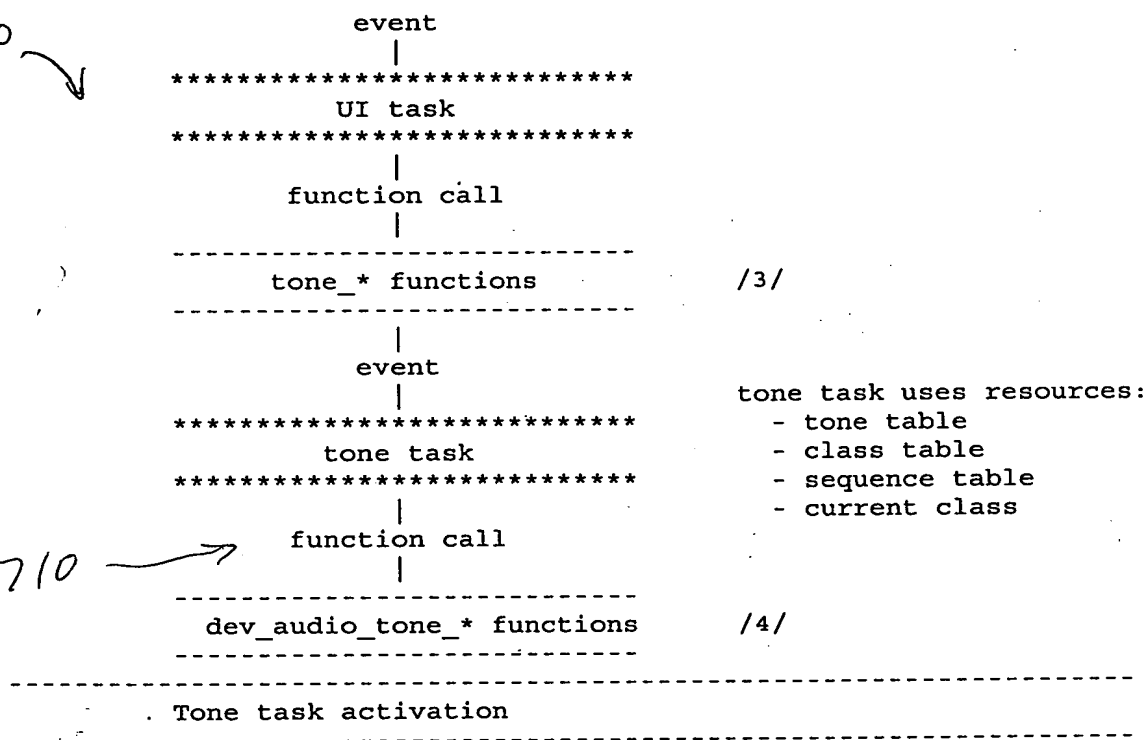


Figure 7